

eliminated from the battle. The others keep fencing, and players continue to be eliminated, one by one. Finally, there will be only two swordsmen left, and they duel until one wins — and becomes King of the Castle!

By prior agreement before the battle begins, players should decide if they will play by the basic "random target" rules, or if they will play by "Hot Dot" or "3-and-1" rules.

Penalty for Un-gentlemanly Conduct During a Match

To promote safe, sportsmanlike play, a player automatically loses a round if he hits the other player in the face with the sword blade.

NERF Fencing Tips for Safe Play

Fencing is a sport of *skill*. It is also a gentlemanly sport with strict rules of conduct and sportsmanship. You can increase your enjoyment of the NERF Fencing game by following these safety tips.

1. Always play in an open area, away from furniture, lamps, glassware, etc.
2. Always hold your NERF sword by its handle.
3. Always aim at your opponent's hilt and the targets located there. Do not aim at his body or head.
4. Use only NERF sword blades. *Never* replace the foam blades with any other materials.

Note: Parker Brothers has taken every precaution to make this product safe. Do not misuse it.

Care of NERF Blades

- Use the NERF Fencing box for storage to protect the swords: Push out the perforated holes on the end of the box, and insert the blades.
- If through play or storage a blade bends, carefully straighten it out.
- To clean blades, handles and hilts, use a damp cloth.

To order replacement NERF foam blades (one of each color), send \$7.00 (includes postage and handling) to:

Fencing Blades, P.O. Box 710369, El Paso, TX 88571-0369

We will be happy to hear your comments and questions about our NERF Fencing game. Write to our Consumer Response Department.



50 Dunham Road, Beverly, MA 01915

NERF

FENCING GAME



For 2 players / Ages 8 and up

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Fencing is a time-honored sport of skill and agility.

Fencers must be able to "thrust" and "parry" — that is, to stab with accuracy, and to defensively avoid their opponents' thrusts. A good eye and careful aim are essential, as they pick out and hit their targets.

In the NERF Fencing game, your four targets are located on the hilt of your opponent's sword, and it's up to you to thrust and parry and knock back all four of his targets before he can do the same to you! We've included several game variations to test and develop your aim, your agility and your fencing skill.

The NERF Fencing sword is most like the fencer's "foil," light, flexible, four-sided, and with a blunted point, the foil was originally used for practice. Other types of fencing swords are the rapier (pronounced "ray-pee-er") and épée ("ay-pay"). The heavier, often curved saber is the weapon usually associated with swashbuckling pirates.

Fencing, which was developed as a sport in 14th-century Germany, evolved from actual weapons and fighting skills used in battle since Ancient times. Today fencing is included in the Olympics, and many colleges and universities have fencing teams.

So pick up your NERF Fencing sword and you, too, can be a "foilsman," a "swordsmen" — even a pirate! The legacy of the Three Musketeers lives on!

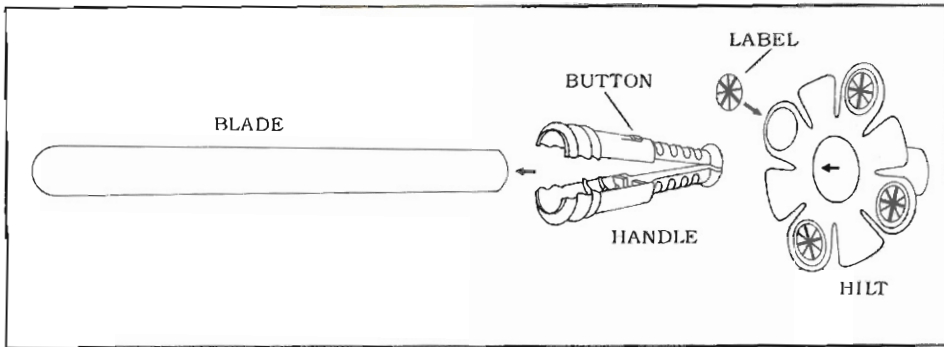
Assembly

To assemble the hilts:

Sort the pressure-sensitive labels: You want one red label (we call this the Hot Dot) and three yellow labels for one hilt, and one red and three orange labels for the other hilt.

One by one, remove the backs from the pressure-sensitive labels and apply them to the targets on the hilts, putting one red label on each hilt and finishing the hilts with either three yellow or three orange labels.

PROOF OF PURCHASE
NERF
FENCING
GAME



To assemble the fencing swords:

1. Spread open one gray handle and lay the *square-cut* end of either one of the foam blades into the wider, top half of either of the handle halves, as shown.
2. Fold up the other handle half and click the two halves together, holding them firmly together with one hand.
3. While gripping the handle halves with one hand, take either one of the blue hilts in the other hand. With the hilt labels pointing *up* the blade, slip the hilt up over the two handle halves as far as it will go, until it snaps in place.
4. Do the same with the other foam blade and hilt.

To replace sword blades:

Depress the two handle "buttons" located at the bottom of the hilt, and slip the hilt off the handle. The two handle halves will come apart, allowing you to remove the old foam blade and insert a new one.

Object

To be the first to knock back all four of your opponent's targets.

Basic Gameplay

- This is an active game so pick a play area with a lot of open space, away from lamps, glassware, furniture with sharp corners, etc.
- Before you begin to duel, flip up all four targets on both swords.
- In a series of quick jabs, with fancy footwork and bull's eye aim, zero in on your opponent's targets one at a time. Stab at each of them — that's called a "thrust." And defend yourself from your opponent's thrusts — that's called a "parry."
- Knock back all four of his targets first — and you win!
- Play as many rounds as you wish.

Variations

Once you've honed your fencing skills with the basic game of knocking down your opponent's targets at random, try these variations:

Hot Dot

(For 2 players)

The object of this game is to hit your opponent's one red target — the Hot Dot — and *none* of his others. The first player to knock back his opponent's Hot Dot without hitting any of the other targets, wins.

If you're aiming at the Hot Dot and you hit one of the other targets by mistake, you automatically lose the round, and your opponent wins the round by default.

3-and-1

(For 2 players)

The winner is the first player to knock back the three yellow (or orange) dots, and *then* the single red Hot Dot. If you hit the Hot Dot *before* you've knocked back all three of the other color, you forfeit the round to your opponent.

An alternate version introduces a penalty: Let's say you have already knocked back one or two of your opponent's yellow (or orange) dots, but you accidentally hit back his Hot Dot before you finish knocking back all three of the others. You are penalized by having your *opponent* flip back up one of his targets that you've already knocked back. You both continue fencing.

Note: These next two variations are for *more* than 2 players. So for some swashbuckling fun, get together with other friends who have the NERF Fencing game.

Team NERF Fencing

(For 4 players)

The two players with yellow blades battle the two with orange blades. If both Yellow (or Orange) fencers win, their team wins. But if one Yellow and one Orange win, then these two opposing winners must duel one another to determine the ultimate winner.

King of the Castle

(For 3 or more players)

The castle is under siege, and only one player can win and become King.

All players start fencing at once and, one by one, they are eliminated by having all their targets knocked back. When a fencer has lost, he is